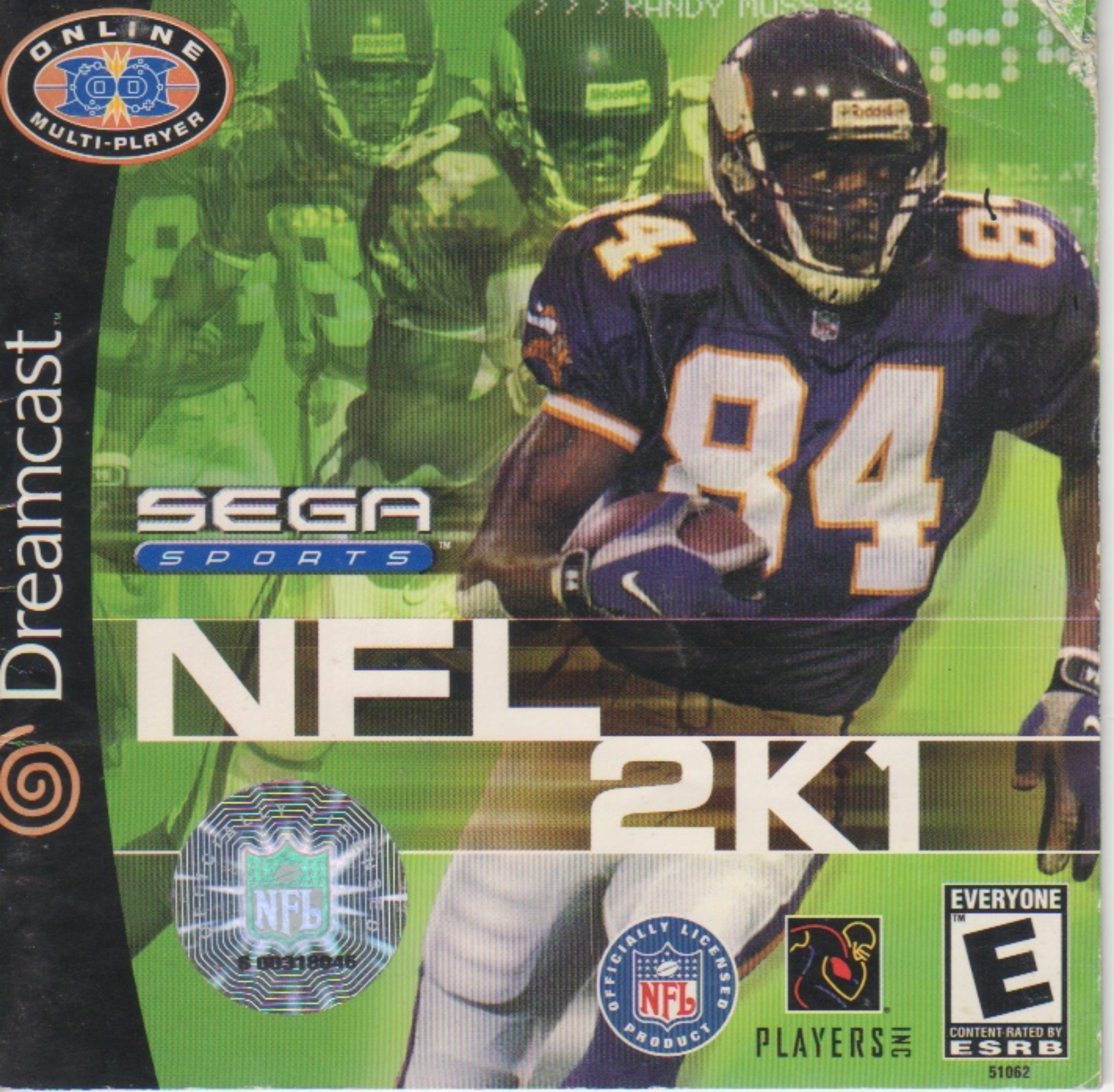
ONLINE
MULTI-PLAYER
Dreamcast
SEGA
SPORTS
NFL 2K1
NFL
OFFICIALLY LICENSED PRODUCT
PLAYERS INC
EVERYONE
E
CONTENT RATED BY ESRB
51062

WARNINGS Read Before Using Your Sega Dreamcast Video Game System

CAUTION

Anyone who uses the Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Dreamcast before the minor uses it.

HEALTH AND EPILEPSY WARNING

Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using Sega Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using Dreamcast:

- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

OPERATING PRECAUTIONS

To prevent personal injury, property damage or malfunction:

- Before removing disc, be sure it has stopped spinning.
- The Sega Dreamcast GD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft dry cloth to clean disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean disc.

PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

SEGA DREAMCAST VIDEO GAME USE

This GD-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-ROM on any other CD player; doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

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SEGA SPORTS NFL 2K1

SEGA SPORTS

NFL 2K1

Thank you for purchasing Sega Sports NFL 2K1.

You have in your hands the most detailed and realistic football simulation ever created.

The power of Sega Dreamcast brings the NFL to life as never before and challenges all of your previous conceptions about sports video games. From the draft to the Super Bowl, from fantasy tournaments to real NFL schedules, from play creation to player creation, it's all in NFL 2K1.

Now, strap on your helmet and see if you can get past rookie mode. You see, we also put in the smartest, hardest-hitting AI, over 2,000 motion-captured animations, and a sophisticated, skeletal-based, real physics collision system.

Best of all, we've implemented full online support--making for some intense Dreamcast-to-Dreamcast action. With up to four players per console, NFL 2K1 is the first 8-player football game in history!

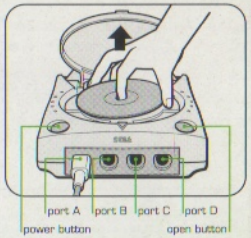
This ain't your daddy's football game... this is the real NFL.

Are you strong enough?

Get out there and play! It's game time!

>>>STARTING THE GAME

NOTE: Sega Sports™ NFL 2K1 is a one- to four-player game. Before turning the Dreamcast Power ON, connect the controller(s) or other peripheral equipment into the control ports of the Dreamcast. To return to the title screen at any point during gameplay, simultaneously press and hold the A, B, X, Y, and Start buttons. This will cause the Dreamcast to soft-reset the software and display the title screen.

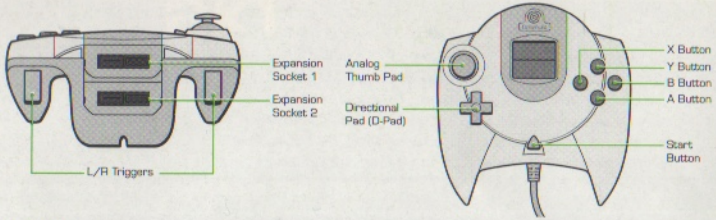


When using a Visual Memory Unit (sold separately), insert it into Expansion Socket 1 of the Dreamcast controller if you wish to use VMU Play Calling.

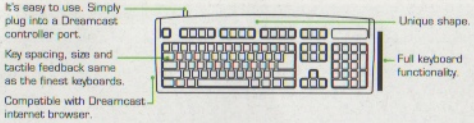
When using a Jump Pack™ (sold separately), insert it into Expansion Socket 2 of the Dreamcast Controller. When the Jump Pack is inserted into Expansion Socket 1 of the controller, the Jump Pack does not lock into place and may fall out during gameplay or otherwise inhibit operations. The Jump Pack will allow you to feel the bone-crushing hits of NFL 2K1.

Purchase additional controllers (sold separately) to play with two or more people. The game controls are all set to their default settings. To change the control settings, see the Game Options Menu on page 15.

>>>CONTROL SUMMARY

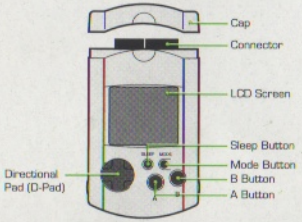


Keyboard

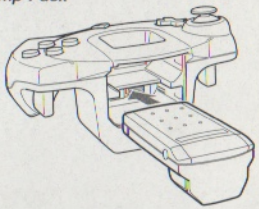

It's easy to use. Simply plug into a Dreamcast controller port.
Key spacing, size and tactile feedback same as the finest keyboards.
Compatible with Dreamcast internet browser.
Unique shape.
Full keyboard functionality.

NOTE: Never touch the analog stick, R, or L while turning the Dreamcast power on. Doing so may disrupt the controller initialization procedure and result in malfunction.

Visual Memory Unit



Jump Pack



NFL 2K1 is designed with analog functionality in mind. Analog not only provides a much fuller range of motion, but also adds to the overall depth of the game due to the level of precision control it allows. You'll be leading receivers with just the right touch and hitting the gaps with pinpoint accuracy with analog control. But for you old-schoolers out there, don't worry, NFL 2K1 has you covered, as you can use the D-Pad as well.

Note that the controls and tips offered below refer to NFL 2K1's default controls, but alternate control schemes are available. To change the controller schemes, go to the Game Options-> Control Menu. There you can choose from a selection of alternate control schemes.

To highlight and select specific menu items, press the Analog Stick (or D-Pad) in the direction of the menu item until it highlights. If you have questions viewing most menus or play screens, press the Y button for Command Help.

>>>MENU CONTROLS

Button	*Action*
Analog Pad (or D-Pad)	Highlight menu options
A	Select/Scroll forward through highlighted selection
B	Cancel Selection/Return to Previous Screen
X	Select/Scroll backward through highlighted selection, Change menu focus
Y	Command Help Menu

>>>GENERAL GAMEPLAY CONTROLS

Button	*Action*
Start (during gameplay)	Pause Menu
Analog Pad	Highlight formations or play sets
D-Pad (at line of scrimmage)	Change control of your player

Button	*Action*
R/L	Toggle through formations
A	Select Formation or Play
B	View Previous formations or play sets
X	Flip play or formation

NOTE: You can also call plays from your VMU (see Game Options Menu on page 15). With VMU Play Calling, controls for selecting plays are the same as if you used the main screen. If you press the X Button (flip play formation), a two-way arrow icon will appear on the main screen to indicate a successful play flip.

>>>COACH'S FILE | Bluff Mode

To hide the play you're calling, hold down the A button and keep it held down. You can then scroll through other pages of plays or formations to hide your play. When you release the A button, it will call the play you originally selected.

When you are playing a game with more than one person per team (e.g. two-on-two), either player on the team can select a play. If you are on offense, the first player to enter a play will be the quarterback. Be careful though, both players will be able to select the play at the same time, so you will want to designate who the play-caller will be.

If you have VMU Play Calling activated, both players can cycle through the plays on the VMU. However, only the player who is plugged into the priority controller port will be able to view the plays on his/her VMU (Port A has priority over B, C, and D; Port B has priority over C and D; etc.).

>>>COACH'S FILE | Play Calling

Need a little help selecting a play? Let NFL 2K1 lend you a hand. During play calling, press the A Button once and NFL 2K1 will select a play. Press the A Button again to select it.

BEFORE SNAP

Button	*Action*
Analog Pad L/R	Send eligible receiver in motion
L/R	View receiver's button assignments, player names and fatigue levels
A	Hurry players to the line of scrimmage/ Snap ball
Y	Call up the Audible Menu, press A, B, X to select an alternate play. Press Y again to cancel.
X	Lower crowd noise (quarterback)
B	Fake snap signal

>>>COACH'S FILE | No Huddle Offense

If time is running out, or if you want to catch an opponent off guard, try running a no-huddle offense. Press the Y Button immediately after completion of the play to quickly run the same play again.

>>>RUNNING THE BALL

Button	*Action*
A	Speed Burst/Power Move
L or R	Stiff Arm Left or Stiff Arm Right
L+R	Juke Move
X	Dive
Y	Hurdle or High Step
B	Spin Move
D-Pad	Lateral the ball to the closest teammate behind you
Instant Energy	Press and hold A while running to fill the player arrow completely, then press any special move button to perform a more powerful move.

>>>COACH'S FILE | Power Moves

Instant Energy only lasts for a short period of time. Use it sparingly, as overuse can increase the likelihood of a fumble.

>>>COACH'S FILE | Hands Free

On defense, if you do not take control of a player (either by pressing the Analog Stick or an action button), NFL 2K1 will run the play for you. Once you take control of a player, that player is under your control until the play ends, or until you press B to control another player.

Note, however, that on Offense, once you snap the ball, you will automatically control the QB. Similarly, you will take control of whichever player the ball is given or thrown to.

>>>PASSING THE BALL

Button	*Action*
Any Button	Pass to that receiver (double tap to fake)
D-Pad	Throw the ball away

Even the best offensive line is going to let a defender through from time to time. So when you feel the pressure coming, get the quarterback away with a scramble. Hold down the R Trigger and the QB becomes a runner. Once you cross the line of scrimmage, you can no longer make a pass, so you can let go of the R Trigger and control the QB as if you were a running back on a running play.

>>>QUARTERBACK SCRAMBLE

Button	*Action*
R+L	Juke Move
R+A	Speed Burst/Power Move
R+B	Spin Move
R+X	Slide (or Dive, if close enough to the 1st down marker)
R+Y	Hurdle

>>>MAXIMUM PASSING

If you want total control over your offensive results, turn on Maximum Passing from the Controller Assignment Screen (see page 17). With Maximum Passing activated, you can lead your receivers to thread the ball in front of, behind, and around the defenders. To use Maximum Passing, press the Analog Stick in the direction in which you want to adjust the throw. Press a little for a small adjustment; press harder for a bigger adjustment. For example, to lead the receiver, press Up on the Analog Stick. To throw behind and to the left of a receiver, press Down and Left.

>>>COACH'S FILE | Lob it or Bullet Pass?

There are actually three levels of passing strength in NFL 2K1. Tapping the pass button lobs the ball to the receiver. Holding the pass button down longer (making sure to release it before the ball leaves the quarterback's hand) will result in a normal throw. Finally, holding down the button past the ball's release will result in a bullet-pass, great for when a receiver is wide open.

>>>CATCHING A PASS

Button	*Action*
B	Select receiver nearest the ball
X	Dive for pass
Y	Jump for pass

NOTE: When catching a pass, it is not necessary to press an action button, but doing so will increase your chances of successfully catching the ball.

>>>DEFENSE

PRIOR TO SNAP

Button	*Action*
B or D-Pad	Select a defender
Analog Stick	Reposition defender
L or R Trigger (with defensive back selected)	View Players
L or R Trigger (with defensive lineman selected)	Shift defensive line
A	Hurry players to line of scrimmage
X (at line of scrimmage)	Pump up the crowd
Y	Call audible. From the Audible Menu, press A, B, or X to select alternate play. Press Y again to cancel audible

>>>DEFENSE

AFTER THE SNAP

Button	*Action*
B	Take control of defender nearest to ball
A	Speed burst
X	Dive/Tackle
Y	Jump to knock down or intercept pass
L or R Trigger	Defensive Line Special Move
D-Pad	Swap control of your players
Instant Energy	Press A while running to fill the player arrow completely. Then press any special move button to perform a more powerful move.

>>>DEFENSIVE LINE SPECIAL MOVES (NEW)

NFL 2K1 contains a series of new special moves for the defensive linemen, including spin, club, under, and swim moves. Depending on a player's position and attributes, one of the moves will be performed when the special move button is pressed. To execute a move, you must be engaged in a block, then press:

Button	*Action*
L	to perform a move to the left
R	to perform a move to the right

>>>SPECIAL TEAMS

KICKING THE BALL

1. Set the ball trajectory and direction with the analog stick, making sure to factor in the movement of the arrow.
2. Press A to snap the ball/start the play.
3. Press A again to stop the power meter as close to the top as possible for a booming kick.

RECEIVING PUNTS AND KICKOFFS

Button	*Action*
Analog Stick	Control return man after reception
D-Pad	Lateral ball after reception
Y (after catching ball)	Down the ball
Y (before catching ball)	Fair Catch (on punts only)
Hold **L** or **R**	View selected player names on both teams.

>>>REPLAY CONTROLS

Do you want to see that great catch again? Want to see that sack from another angle? Bring up the Replay feature of NFL 2K1 to view the last play again.

Button	*Action*
D-Pad	Moves highlighting icon
Analog Stick UP	Pan High
Analog Stick DOWN	Pan Low
Analog Stick LEFT	Pan Left
Analog Stick RIGHT	Pan Right
B	Zoom Out
Y	Bring up Replay Menu
A	Play (real time speed)/Pause
X	Zoom In
L	Rewind
R	Fast Forward

NOTE: The L and R triggers are touch sensitive controls. The harder you press, the faster the replay will move in reverse/forward (respectively).

>>>GAME SET UP

Main Menu

After the NFL 2K1 title screen has appeared, you will see the main menu screen. From here, you can jump to any one of your favorite game modes. Need to brush up on your game? Head on out to the practice field. Ready for the next week's game? Then head on over to Season Mode. Do you want to go online and square off against another opponent? Network play is your selection.

Main Menu

Mode	*Description*
Practice	Brush up on your favorite team's formations and plays
Tourney	Set up a tournament with up to 15 other teams
Exhibition	Select two teams and head on out to the field
Season	Can you succeed on the road to the Super Bowl?
Playoffs	Kick off a run at the Super Bowl, but bypass the regular season
Franchise	Take control of your team through multiple seasons
Options	Change the game settings
Fantasy	Draft your own team and head out for the season
Quick Start	Let the computer choose teams for a quick exhibition game
Tutorial	Learn the game directly from NFL 2K1
Customize	Design your own plays, players, and teams
Network	Sign on and play over a network connection

>>>OPTIONS MENU

Customize the way you want to play NFL 2K1 prior to kick off with this menu. Press A to cycle forward through an option selection, press X to cycle backward.

Option	*Changes*
Weather	Time of Day, temperature, precipitation, wind speed and fog
Game Options	Quarter length, skill level, play calling, game speed, fatigue and injuries, coach mode, Performance EQ, and frame rate
Controller	Adjust the control/button settings
Credits	Find out who worked on NFL 2K1
Codes	Discover codes to unlock hidden features
Presentation	Adjust the game amenities (action replays, commentary, sound effects, volume, etc.)
Penalties	Control the frequency of any penalty

>>>GAME OPTIONS MENU

Select Game Options from the Main Options Menu and adjust the following settings.

Option	*Settings*
Quarter Length	1-15 minute quarters
Skill Level	Rookie, Pro, or All-Pro
Play Calling	By Formation (4-3, I Form, Shotgun) or By Type (Blitz, Long Pass, Short Run)
VMU Play Calling	On or Off
Game Speed	Slow, Normal, or Fast
Fatigue	On or Off
Injuries	On or Off
Coach Mode	On or Off (when on, you pick the play, NFL 2K1 handles the rest)
Performance EQ	On or Off (when on, both teams will have the same skill level)

SEGA GENESIS NFL 2K1

>>>COACH'S FILE | **Performance EQ**

Performance EQ allows you to play every NFL team on a level playing field. Each team will have the same skill rating, so who wins or loses will be entirely based on your skill level, not that of the athletes on your team. Turning Performance EQ on is a great way to keep things even when playing against your friends.

>>>LET'S PLAY SOME FOOTBALL

EXHIBITION PLAY

Now that you've got all of the basics down, let's head on out to the field and throw the pigskin around. Here's the flow of all of the menus and screens you see as you set up an Exhibition game.

>>>CHOOSING TEAMS

Home . . . . . Select the home team and playbook

Visitors . . . Select the away team and playbook

Stadium . . . Choose where the game will be played

Uniforms . . Choose the 2000 - 2001 season or throwback jerseys from years past.

>>>CONTROLLER

ASSIGNMENT SCREEN

Once you've selected the teams, the Controller Assignment screen appears. Press the Analog Stick or D-Pad UP/DOWN to align your controller with the team you wish to command. If you wish to use Maximum Passing (and you should to get the ultimate NFL 2K1 experience), press the A Button to toggle it on. When everything is set the way you want, press the Start Button to advance to the game.

>>>COIN TOSS

Visiting team gets to call it. Winner of the toss gets to choose whether to kick/receive. Loser chooses which goal to defend. Following the coin toss, the Special Teams play calling screen appears.

>>>ON THE FIELD

This is where all of the action takes place.

>>>SELECTING YOUR PLAYS

ON DEFENSE AND OFFENSE

Champions are built on talent, teamwork, and the coach's playbook. Use your play list to tackle any offensive and defensive situation. On offense, passing plays are displayed in blue, running plays are displayed in red.

>>>COACH'S FILE | **Know your team**

How does the team you picked play in real life? Are they a high-powered offense with a vertical passing game that marches up and down the field? Then you'll find you have better success throwing the ball if you pick a team like this. Are they a team that likes to grind it out with a strong running game? Then you better keep it on the ground. Select plays that play into your team's strengths and you'll do well in NFL 2K1.

>>>PAUSE MENU

The Pause Menu allows you to stop gameplay and call a time out, select your audibles, make substitutions, view the replay, change the game options and controller configuration, adjust the game camera angles, and view the current stats. When you are playing with more than one person, the player who pressed the Start Button to enter the Pause Menu has control of selecting all of the above options.

>>>GAME MODES

From the Main Menu, you've got a ton of choices. Here is a quick description of all of the different game modes that NFL 2K1 has to offer.

NOTE: Remember to press the Y button for Help Menus at any time to help navigate through each game menu.

>>>SEASON

Select Season on the main menu to play a 16 game regular season, followed by the playoffs (assuming you're good enough to make the playoffs that is). Do you have what it takes to guide your team to the Super Bowl?

Once you've selected your team(s), you can access the Season Menu. From there you can begin play of the week's game or customize your plays, players, and teams.

>>>PRACTICE

Practice makes perfect. Head on over to the practice field to learn the formations and plays of your favorite team. Fine tune the running game, learn the timing of your passing routes, and find your defensive positioning. Once you're into Practice Mode, you have three different styles of practice:

SPECIAL MOVE PRACTICE: Get a feel for the controller and how to perform special moves

FULL SCRIMMAGE: Line up against another team

OFFENSE ONLY: Work out the kinks in your offense without a defense to get in the way.

Randomize Defense: Set what type of Defensive Formation the CPU can call

Randomize Offense: Set what type of Offensive Formation the CPU can call

Offense Play Type: Set Offense to practice Pass, Run, or Both.

Randomize Down: Select the play situation

Defense Play: Pick a specific Defensive play to practice against

Offense Play: Pick a specific Offensive play to practice against

>>>TOURNEY

Choose either to play in a new tournament or load a previously saved one. Select your teams, and determine human or CPU control for each of the 4, 8, or 16 teams that are participating in your tournament.

>>>PLAYOFFS

Select your team and head on out to the Playoffs. If you can survive the competition, the Super Bowl trophy is yours!

>>>FANTASY

Build your own fantasy tournament or full fantasy league with this game mode. All available players will be placed in a giant free agent pool, then it's off to the draft. Once your team is built, you can take part in a Fantasy Tournament (4-, 8-, or 16-team single elimination) or play a full Fantasy League season. Draft your players, build your team, and play some football!

NOTE: You can either draft the team yourself or press the Start button to have the CPU automatically complete the draft order.

>>>FRANCHISE

As General Manager of your very own franchise, this is your chance to take the reigns and make all of the personnel decisions. Below, we've broken down the stages you'll encounter on your never-ending pursuit to build a football dynasty:

REGULAR SEASON: Using either the standard or fantasy-draft roster, you have the power to switch your depth chart, add free agents, release players, trade with other teams, resign players, and even extend contracts. But use caution, all of your decisions must abide by the dreaded salary cap—be sure to acquire players who give the biggest bang for your buck.

POST SEASON: Your team qualifies for the playoffs if it has one of the top records in the conference. There, you will have to win the Wild Card, Divisional, and Conference games before reaching the ultimate goal: The Super Bowl. Of course, the season doesn't end after that, because the best in the NFL soon set off to Hawaii to battle it out in the traditional Pro Bowl.

RETIRED PLAYERS: Once the season is completed, your team will enter a re-tooling period. Certain players on your team will decide to hang up their jerseys for one reason or another, and your job is to go out and try to find their replacements via free agency, draft, or trade. Good Luck.

RE-SIGNING PERIOD: Some players on your team will find that their contracts have expired. It's your job to determine whether or not they were essential components of your team. If they were, you might want to re-sign them to another contract in the form of more money or more years. Otherwise, you'll probably want to take the risk and lose them to free agency in hopes of finding a better replacement elsewhere.

>>>FRANCHISE

ROOKIE DRAFT: Here's where things get interesting. Your goal in the rookie draft is to find the players that are going to have an immediate—as well as long-term—effect on your team. Remember, there's a salary cap to abide by and most of the top draft-picks won't come cheap, so choose wisely and hope you find some diamonds in the rough.

SIGNING PERIOD: Rookies cannot play on your team unless they are under contract. During the signing period, you'll have a chance to sign your rookies just before the pre-season. You will also be notified of the positions that you need to fill in order to satisfy the league's roster position minimum. Don't worry, these positions can easily be filled through one of the many available transaction options.

PRE-SEASON: Does your second-string quarterback have first-string capabilities? During the preseason, you'll have the chance to determine which players are best suited for which positions by shuffling your lineups around. From there, you'll have a better understanding of your team chemistry and the areas in which you need to improve. Before the pre-season ends, you'll be forced to pare down your roster to the 54-player league maximum, so be sure to choose carefully.

By this point, you've made it back to the regular season, where you'll have to battle it out through another 17 weeks, marching your very own team down the road to The Super Bowl.

>>>NETWORK PLAY

NFL 2K1 has something you've never experienced before in a console football game: head-to-head, online action. Use the built-in modem on your SEGA Dreamcast to go online and slug it out with either the person down the street or someone across the country.

[Once you've selected Network Play from the main menu, you'll see a screen like this which allows you to set up the action.]

>>>STARTING A NETWORK GAME

1. Select "Network" on the main menu and press the A Button.
2. If you aren't already a member, you will be prompted about a special offer for Internet service through Sega.com. Press the A Button to bypass this screen.
3. The first time you do this, NFL 2K1 will warn you that no network information is available. You will have to press the A Button again to bypass this screen, and then you will be prompted to enter the information in the next step.
4. **Network Login Details**

   (NOTE: The Dreamcast keyboard may also be used for inputting information)

   a. Use the D-Pad or Analog pad to highlight "User Name" and press the A button to go to the keyboard entry screen. Use a Dreamcast keyboard or controller to enter your User Name/Login. The D-Pad or Analog Pad will move the cursor on the keyboard while the A button will select a key. The Enter Key or Start Button will advance from the keyboard entry screen once the user name has been entered.

(instructions continued on pages 22 & 23)

b. Use the D-Pad or Analog pad to highlight "Password" and press the A button. Follow the same steps for entering your password as in step a.
c. Use the D-Pad or Analog pad to highlight "Phone" and press the A button. Follow the same steps for entering your primary dial-up number as in step a.
d. Optional: Use the D-Pad or Analog pad to highlight "Backup Phone (Optional)" and press the A button. Follow the same steps for entering your backup dial-up number as in step a.

5. Entering a Screen Name

a. When prompted with "Do you have an existing Screen Name?", use the D-Pad or Analog pad and press the A Button to select "NO."
b. Use the D-Pad or Analog pad to highlight "Screen Name" and press the A button to go to the keyboard entry screen. Your Screen Name must be at least 6 characters long with a maximum of 16.
c. Use the D-Pad or Analog pad to highlight "Screen Name Password" and press the A button to go to the keyboard entry screen. Your password must be at least 6 characters long with a maximum of 16.
d. Optional: Use the D-Pad or Analog pad to highlight "City (Optional)" and press the A button to go to the keyboard entry screen. Enter the name of the city in which you are located.
e. Optional: Use the D-Pad or Analog pad to highlight "State (Optional)" and press the A button to go to the keyboard entry screen. Enter the name of the state in which you are located.

6. Entering the lobby and starting a game

a. Choose your preferred region by using the D-Pad or Analog Pad to highlight your choice and press the A button to continue. Be sure to choose a region that best describes your location as this will give you a better gaming experience.
b. Choose a lobby by using the D-Pad or Analog Pad to highlight the lobby of your choice and then press the A button to enter.
c. Once in the lobby, use the D-Pad or Analog Pad to highlight another player in the lobby and then press the A button to issue a challenge. If challenged, choose "YES" and press the A button to accept.

>>>COACH'S FILE | Keyboard

What fun is playing against your friend if you can't talk a little smack? By plugging in a Dreamcast keyboard (sold separately), you can type messages and chat with your opponent(s) during the game. Your message will appear at the bottom of the screen much in the same manner as the sports ticker appears.

Setting	*Function*
User Name	Your login name for getting on the network
Password	Your account password
Phone Number	The number you dial to get online
Handle	A nickname for while you're online

>>>CUSTOMIZE

NFL 2K1 lets you customize it all. You can design your own plays, players and teams. You can even keep tally of your personal in-game records, and review the records of other human players.

>>>CREATING A PLAYER

Build your own pro. Adjust everything about him, from his face mask all the way down to the kind of shoes he wears!

>>>BUILDING A TEAM

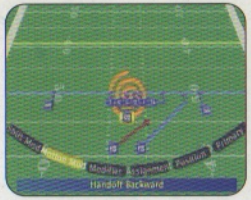
Ever gotten mad at your team for the players they draft or the free agents that they sign? Well, here's your chance to be the GM. Create everything about your team, from the logo style to the team colors, create and sign free agents, trade players, and rearrange the depth chart.

>>>COACH'S FILE | Downloadable Rosters

New to NFL 2K1 is the option to update your rosters during the "real" 2000-01 NFL season. As the overall abilities of players and teams in the NFL become better or worse, NFL 2K1 will allow you the opportunity to download new rosters directly to your VMU that feature updated player ratings and take into account who's hot and who's not in the often unpredictable NFL season.

>>>CREATING YOUR OWN PLAYS

This feature allows you to edit an existing play or create a brand new one. Got a play that always worked when you were playing with your friends out on the field? Draw it up here and see how the pros deal with it.



>>>DESIGNING A PLAY

1. Import a previously saved play or create a new one
2. Name the play.
3. Decide whether it's an offensive or defensive play
4. Select the formation and play type (eg. pass, pitch, handoff)
5. Position: Select the player you'd like to edit
6. Assignment: Cycle through dozens of route variations and assignments.
7. Modifier: Modify the player's route to take him exactly where you'd like him to go.

(Pressing A will cycle through the many variations of steps 5, 6, and 7).

NOTE: If you've inserted a VMU with empty blocks, your play will be saved.

>>>SAVING/LOADING

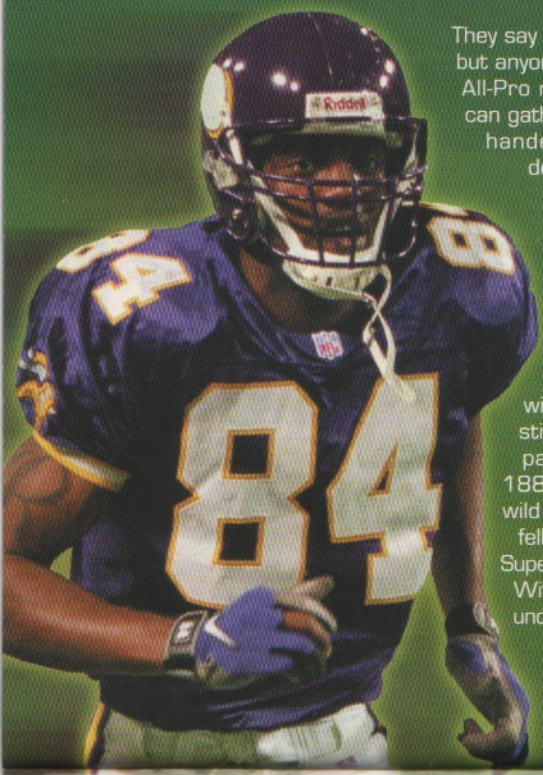
The game automatically saves data for you after you exit a mode (Season, Playoffs, Fantasy, etc.), if you have a VMU with enough room, that is!

SEGA SPORTS

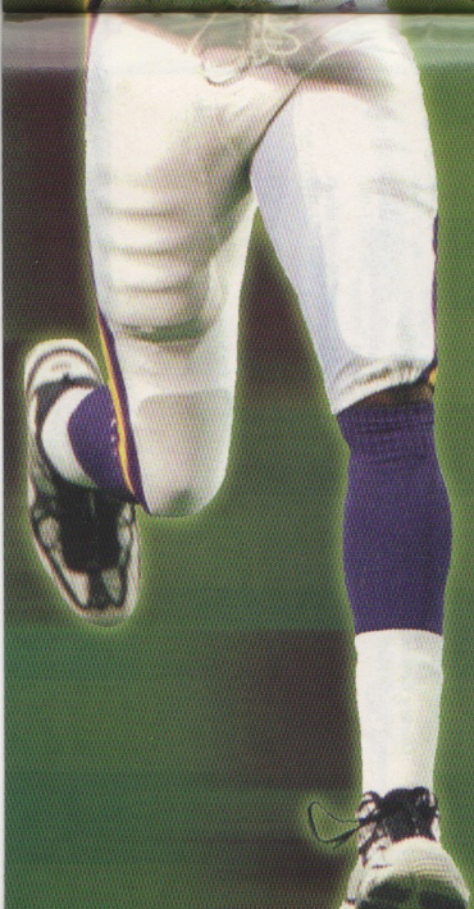
NFL 2K1

>>>RANDY MOSS

Wide Receiver | **Minnesota Vikings**



They say a rolling stone gathers no moss, but anyone who's seen Minnesota Vikings All-Pro receiver Randy Moss knows he can gather the rock. Two-handed, one-handed. Forwards, backwards. Over defenders, under defenders — the man has the gift of grab. Moss caught 69 passes for 1313 yards in his rookie season and scored a rookie record 17 touchdowns, earning Rookie of the Year honors and a starting spot in the Pro Bowl in the process. In his second season, with defenses keying on him, Moss still racked up 1413 yards on 80 passes, and caught 9 passes for 188 yards and two touchdowns in a wild Divisional playoff comeback that fell just short against the eventual Super Bowl Champion St. Louis Rams. With another season of experience under his belt, and a new quarterback in the Viking backfield, what are Randy's plans for next season? Just keep rollin', baby. Just keep rollin'.



THE WRAP ON RANDY

Height: 6'4"
Weight: 210 lbs.
College: Marshall University
Born: 2.13.77
Hometown: Rand, West Virginia

- Randy went to Dupont High School with Sacramento Kings guard Jason Williams and also played basketball. The two-time state Player of the Year and school career scoring leader? Moss. In basketball.
- Moss scored 53 touchdowns in just two years at Marshall University before turning pro.
- Randy set two single game records with 212 yards on 9 receptions, including a touchdown, en route to being named MVP of the 50th Annual Pro Bowl.
- Randy's favorite color is black.
- His hobbies include fishing, swimming and (you guessed it) basketball.
- Randy's favorite food is cereal (cheesecake if you count dessert).

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